

## Iron Man: Armored Adventures JumpChain

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*He's a man on a mission, in an armor of high-tech ammunition...*

Welcome to Earth-904913, a universe nestled in the Marvel Multiverse filled with many familiar characters, though not as you might know them. The biggest difference here is that Tony Stark, better known as Iron Man, is a 15-year-old prodigy, stuck in high school with his friends Rhodey and Pepper after the death of his father Howard Stark.

This world is fraught with corporate espionage, armored criminals, and a mad scramble for powerful ancient artifacts from beyond the stars. You'll need to have great skill and know-how to survive in this Jump, so I'll give you 1,000 points to prepare for your journey.

**+1,000 Points**

## Origins

*All origins can be taken as a Drop-In, in which you enter the world as you are, with no background, memories, or documentation.*

Human (Free): Just your regular, garden-variety *homo sapiens*.

Mutant (-100 Points): A leap in human evolution, *homo superior* has evolved to awaken a myriad of superpowers at puberty. Choose what mutant power you awaken.

Android (-100 Points): An artificial human created by technology. You can choose who you're created by, whether it's SHIELD, AIM, or even a failed trial run of Rhona's 'brother,' Andy.

Gamma Mutate (-200 Points): HULK SMASH!! The only Gamma Mutate shown in *Armored Adventures* was the Hulk, but you can choose to have the powers of other Gamma Mutates or cultivate original powers for yourself!

Half-Makluan (-300 Points): The Makluan Dragonseed empowered the first Mandarin and all his descendants with the ability to wield the Ten Rings' awesome power. You can choose whether to be related to Gene Khan or not.

Makluan (-600 Points): A race of giant reptilian creatures with six eyes, thick hides, telepathy, and a long lifespan. These creatures created the Makluan Rings in the heart of the first star. The rings can only be used by a member of this race or anyone empowered by the Dragonseed.

## Starting Location

*Roll 1d8 or pay 100 Points to choose your location.*

1. Tomorrow Academy: A high school in New York City that focuses on science.  
Students include Tony Stark, Gene Khan, and Pepper Potts.
2. Charles Xavier's School for Gifted Youngsters: A school for mutants founded by Charles Xavier, AKA Professor X, leader of the X-Men.
3. SHIELD Helicarrier: The flying headquarters of the Strategic Homeland Intervention, Enforcement, and Logistics Division.
4. Stark International: A billion-dollar multinational company formerly owned by Howard Stark. It is now owned by Obadiah Stane until Tony Stark turns 18 years old, though Stane will do anything to ensure this doesn't happen...
5. AIM Research Facility: Advanced Idea Mechanics is a group of power-mad elite scientists with the ultimate goal of conquering the world and creating a new world in the image of science.
6. Makluan Temple: You've got the jump on Tony and Gene in their search for the Makluan Rings. Choose 1 Makluan Temple to start in.
7. Makluan Overlord's Flagship: If you pick Makluan as your Race, you'll start this Jump as a guard on the Overlord's ship. Any other race, and you'll start as a prisoner.
8. Free Pick: Choose any location you want from this list.

## Perks

*Origins get Perks that cost 100 Points for free, with other Perks being discounted by 50%.*

### General Perks

- **Method Animation (Free):** Nostalgic for the old-fashioned 2010s CGI? Now, you can apply the show's art style to any future Jumps. You can also turn this filter on and off.
- **Fit (Free):** Your body is in perfect physical health. It's easy to build muscle or lose weight, and it takes longer for any muscle built to atrophy.
- **Five-Hour Energy and Red Bull (-100 Points):** Long day at school? All-night lab session? Fighting a supervillain at dawn? No problem. Your body bounces back quickly, fatigue lingers less, and you can function at peak performance even under stress.
- **Tech Genius (-100 Points):** Your brainpower rivals Tony Stark, and you're able to come up with borderline crazy ideas for advanced technology. If you have the resources, you can make these ideas reality.
- **Let Me Read the Script (-100 Points):** You start this Jump with a refresher course of this series downloaded into your head. Character bios, plot of the show, even the locations of the 10 Rings.

## Human Perks

- The Indomitable Human Spirit (Free for Human/Half-Makluan): Humans are always going up against threats much stronger than themselves. With this Perk, you can persist even on the brink of death.
- Magnetic Personality (-200 Points): What can you say? You're a very likable person. Friends trust you faster, enemies hesitate to hate you, and strangers instinctively see you as someone who matters. Works on adults and peers alike.
- Shady Connections (-200 Points): You know people who know people. Criminals, smugglers, underground tech dealers – you have a veritable Rolodex of individuals willing to do you a favor... for a price. These contacts aren't loyal, but they're convenient.
- Master of the Long Game (-400 Points): You excel at slow-burning, multi-layered plots. You can maintain multiple schemes at once, hide your true intentions beneath several false ones, and your contingency plans have contingency plans.

## Half-Makluan Perks

- Half-Makluans have access to all Human perks, along with the following:
  - Not Entirely Human (Free): Your hybrid physiology allows you to freely wield all ten Makluan Rings.

## Mutant Perks

- Ultimate X-Men #41 (-100 Points): Rest assured, the X-Men will never have to send Wolverine to kill you for other's safety. You have full control of your mutant abilities once they manifest.
- Truly Gifted (-200 Points): You are certainly something special. People do not seem to hold on to their prejudice when it is concerned with you. Even the most racist homo-sapien on Earth wouldn't hold your mutant status against you.
- A Collar? Really? (-200 Points): They really believe a simple collar is enough to strip you of your gifts? No. Your powers cannot be inhibited, stolen, suppressed, nor copied without your permission. Of course, if you want, you can still allow these effects to work on you.
- Eye For Talent (-200 Points): Just by looking at someone, you can get a sense of their powers and capabilities.
- Omega-Level Mutant (-600 Points): Humanity trembles in fear at your incredible power. Your Mutant powers are on par with mutants such as Magneto and Phoenix.

## Android Perks

- **Awesome Android (-100 Points):** You start your Jump with an upgrade that boosts your strength from “peak human” to “superhuman.”
- **Tech Whisperer (-200 Points):** You can speak to technology, and technology is all too happy to reply.
- **Firewall (-200 Points):** Your artificial mind is extremely hard to tamper with. If someone tries to hack you, your systems will stop the hack and lock them out.
- **Fighting Style Adaptation (-300 Points):** When fighting an opponent, you can analyze their fight pattern and adapt to perfectly counter them.
- **Modular Design (-300 Points):** You can swap out components, reroute internal systems, and attach new modules with ease. Whether it’s armor plating, sensors, or experimental weapons, your body can integrate upgrades without surgery or downtime.

## **Gamma Mutate Perks**

- Sun's Getting Real Low (-100 Points): You are not Bruce Banner. You have full control over your transformation.
- Gamma Furnace (-200 Points): Hulk's strength is fueled strictly by anger, but that doesn't mean yours has that limit. With this Perk, you can choose other emotions to fuel your muscles: Hope, determination, even sorrow or pain will do the job just fine.
- The Professor (-400 Points): When you transform, your thoughts become faster, sharper, and more intuitive. Though, this may result in your skin turning grey.
- World Breaker (-600 Points): If you get angry enough, you'll enter a state where you gain unparalleled strength, enough to shatter the entire Eastern Seaboard just by taking a single step. Be warned; With this dangerous strength also comes a hazardous leakage of gamma radiation. You won't be harmed by it, but that doesn't mean others won't be.



## **Makluan Perks**

- Heart of the First Star (Free): As their creators, Makluans can freely wield the power of the Makluan Rings.
- Court Etiquette (-100 Points) – You are now intimately familiar with the culture, language, and philosophy of the Makluan race. This Perk is vital if you chose “Makluan Overlord’s Flagship” as your starting location.
- Berserker (-300 Points): You gain a boost to your body, becoming much bigger and stronger than the average Makluan, as well as the ability to absorb large amounts of energy.
- Usurper (-600 Points): If you wish, you can replace the Makluan Overlord at the start of your Jump.

## Items

- Makluan Ring (-50 Points): Don't want the hassle of completing overly complicated trials? Well, for a fee of 50 Points per Ring, you can skip the trials and claim the rings for yourself. If you're Half-Makluan, this comes with being able to summon a cool suit of armor to protect yourself!
- Iron Man Armor Specs (-100 Points): Digital blueprints for Tony Stark's Iron Man Armors. If you have the resources, you can make any armor of his up to the Hulkbuster.
- Extremis Serum (-100 Points): SHIELD's attempt at recreating the serum that made Steve Rogers into Captain America. This specific variant is the one that gave Tony Stark the ability to control digital technology with his mind. Incompatible with "Android" race.
- Extremis 16.9 (-150 Points): A super-advanced version of Extremis from the year 2099. Also incompatible with "Android" Race.
- Madam's Mask (-200 Points): A near-exact replica of the mask Whitney Stane uses as Madame Masque, minus the poisonous metal that drove Whitney insane.
- Controller Disks (-200 Points): A briefcase with 5 disks that can be placed on a subject's forehead that control people's minds.
- Stark Solutions Armor Fabricator (-200 Points): Use this in conjunction with the Armor Specs to create your own flying armors!
- SHIELD Tactical Database (-200 Points): A miniature data core containing SHIELD's technical and tactical archives.

## Drawbacks

- A Visit from Ghost (Requires Iron Man Armor Specs) (+200 Points): Instead of buying the armor specs in this document, you instead bought the Iron Man Amor Specs from Ghost in-universe. Tony Stark will track you down to reclaim his specs and disable any technology you've made with them.
- Wait, Where Am I? (+200 Points): You start your Jump without any prior knowledge of *Iron Man: Armored Adventures*. Incompatible with "Let Me Read the Script."
- SHIELD Watchlist (+200 Points): Perhaps it's because of your power from previous Jumps, or the new powers you've gained if this is your first Jump. Whatever the case, Nick Fury's got his eye on you, and he'll do anything to ensure you're not a threat. This can range from trying to recruit you to sending his agents after you to take you out.
- Gang Warfare (+300 Points): Really flying under the radar, aren't you? Somehow, you've managed to piss off both Count Nefaria and the Mandarin. Both the Maggia and the Tong will make attempts on your life, and who knows? Maybe the enemy of their enemy is their friend...
- Stane International's Payroll (Requires Iron Man Armor Specs) (+300 Points): You may or may not be a superpowered individual who will use Iron Man tech in this Jump. Of course, Obadiah Stane wants you to work for him, if only to seize the tech earlier than in canon.
- Technovore Unleashed (+300 Points): Oops. The Technovore has been revived from what was left of it at the end of the episode *Technovore*. And now it's after you.

- Gauntlet-Lite (+600 Points): You start this Jump with only the perks gained from BodyMod and whatever your build is in this document. If this is your first Jump, please take the free points.
- Early Invasion (Requires all 10 Makluan Rings) (+600 Points): If you purchase all 10 Rings in the Items section, you start the Jump with the Makluan Overlord immediately invading Earth to reclaim what's his.

### **Companions**

Canon Companion (Free): Choose a resident of this universe you'd like to take with you to future Jumps

Import Companions (-100 Points): It's lonely going to these Jumps all by your lonesome. For a fee of 100 Points, you can import up to 8 Companions from previous Jumps into this Jump.

## **Jump Complete!**

*Congratulations on completing this Jump! What's next for you now?*

**Go Home:** To quote Dorothy Gale, "There's no place like home." You'd love nothing more than to return to your home dimension after all this craziness.

**Stay Here:** Why would you go home to your boring old dimension when there's so much excitement to be had in this one?

**On to the next Jump:** Parting is such sweet sorrow. Alas, your spirit is yearning for the next adventure, wherever it may be.